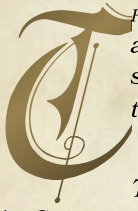


MONK: WAY OF THE SHAMAN - NO IMAGES



THE MONK UNDERSTANDS PATIENCE, MEDITATION and the flow of ki through all creatures. But some have the ability to open their eyes to that which most cannot see.

Treading the line between this world and the Spiritworld, Shaman Monks have a connection with those who came before. From their knowledge, meditation and rituals emerge expert healing, aid from spirits and even glimpses of possible futures - all of which can be used to bolster a party.

You can do this after the die is rolled but before you know the result. You must be conscious, able to see what's happening, and be able to communicate in order to be able to use this feature. You can do this a number of times equal to your Proficiency bonus per day. You can use as many of these uses at one time in 1 reaction, or split it up over several independent skill checks. You regain all uses when you complete a long rest. The use of this has a Vocal Component, as if it were a spell, and therefore creatures that can hear may be able to work out that matters are being manipulated.

WITCH DOCTOR

When you choose this subclass at 3rd level, you gain Proficiency in the Nature and Medicine skills. Additionally, if a creature is at 0 HP, instead of using an Action to attempt to stabilise them, you can use a Bonus Action.

SPIRIT REALM WITHDRAWAL

At 6th level, you learn the Cure Wounds spell, and can cast it at 1st level, by expending 2 ki points. After doing this as an Action, on your turn you are able to use your Step of the Wind feature as a bonus action, or make an unarmed strike, at no extra ki point cost. Wisdom is your spellcasting modifier for this. At level 10 you can also cast Cure Wounds at 2nd level for a cost of 3 ki points, and at level 14 you can also cast it at 3rd level for a cost of 4 ki points.

FORETOLD

During meditation, you've had flashes of possibilities concerning the events of the following day, and you can attempt to guide allies in these fleeting moments. At 6th level, you can add your Wisdom modifier to any skill check you can see about to happen within 20ft of you as a reaction.

SPIRITWORLD PROTECTION

At 11th level, you invoke the spirits to aid your party. As a reaction, you give advantage on a Saving Throw to a number of creatures that you can see up to your Proficiency bonus. You can do this after the dice are rolled but before a result is given. You can do this 3 times per long rest.

FURTHER FORETOLD

At 17th level, you can now add your Wisdom modifier to any d20 roll, including Saving Throws and attacks. This supercedes the "Foretold" trait. You can affect 6 d20 rolls per long rest, and in the use of 1 reaction you can affect any number of d20 rolls up to 6 at once. If you run out, you can gain further uses at a cost of 2 ki points per additional 1d20 rolled. You can do this after you roll the die but before you know the result, you can do as many d20 rolls as you have ki points for in any instance.